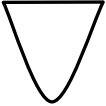
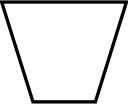



# CASTLES & CRUSADES<sup>®</sup> Character Record Sheet

Player's Name _____		Castle Keeper _____
Character's Name _____	Alignment _____	<div style="border: 1px solid black; width: 100%; height: 100%;"></div>
Class _____	Race _____	Level _____
Character Sketch or Symbol		
 Armor Class	 Hit Points	 Current Hit Points
<b>ABILITIES:</b>		<b>SAVING THROWS:</b>
STRENGTH <input type="checkbox"/> _____ Modifier <input type="checkbox"/>	Prime Attribute?	<input type="checkbox"/> Paralysis or Constriction (STR)
INTELLIGENCE <input type="checkbox"/> _____ Modifier <input type="checkbox"/>		<input type="checkbox"/> Magic or Illusion (INT)
WISDOM <input type="checkbox"/> _____ Modifier <input type="checkbox"/>		<input type="checkbox"/> Confusion, Gaze Attack, Petrification, or Polymorph (WIS)
DEXTERITY <input type="checkbox"/> _____ Modifier <input type="checkbox"/>		<input type="checkbox"/> Breath Weapon or Traps (DEX)
CONSTITUTION <input type="checkbox"/> _____ Modifier <input type="checkbox"/>		<input type="checkbox"/> Death Attack, Disease, Energy Drain, or Poison (CON)
CHARISMA <input type="checkbox"/> _____ Modifier <input type="checkbox"/>		<input type="checkbox"/> Charm, or Fear (CHA)
LANGUAGES: _____ RACIAL ABILITIES: _____		
Base To Hit Bonus: _____ Total Melee To Hit Bonus: _____ Total Missile To Hit Bonus: _____		

# CASTLES & CRUSADES<sup>®</sup> Character Record Sheet

EQUIPMENT CARRIED	
MAGIC ITEMS	NORMAL ITEMS
SPELLS and CLASS ABILITIES, including Thief's Abilities, Cleric's Turning, etc. Spells per Level: 0 ___ 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6 ___ 7 ___ 8 ___ 9 ___	
MONEY and TREASURE PP: _____ GP: _____ EP: _____ SP: _____ CP: _____ TOTAL VALUE: _____	EXPERIENCE Needed for next level: _____